

DOOM - The ultimate version of the greatest gore blast ever!

PLAYSTATION DOOM - MULTIPLE LEVELS OF BLASTING ACTION!!

After six months of development, Doom has finally hit the PlayStation, and the result is the largest and most comprehensive Doom conversion ever seen. Plough through over 50 levels of intense blasting action, avoiding gunfire, fireballs and snarling Demons on a quest back to Hell and back again to save the whole of humanity. The quality of this conversion is in no doubt, and it should appeal to old hands as well as those new to the Doom experience. Therefore, **MAXIMUM** has decided to detail the many features that make Doom such a playable and classic release, giving information on the background, weapons, and of course, the monsters.

Introduction to TERROR!!



ASSAULT IN THE JUNGLE

Three years ago, your unit of combat veterans were assigned on a hunt-and-destroy operation in an area of South Asia. Control reported that new Cyber-weaponry was being illegally distributed to mountain bandits, and your team's job was to eliminate the bandits and secure the vicinity. Under the command of Sergeant 'Knee-Capper' Guidarelli, your group unexpectedly encountered a small village settlement that had not shown up on radar. Instead of skirting the area, Sergeant Guidarelli decided to napalm the entire zone "just to make sure"; an option that you disagreed with vehemently. After a short and furious argument, the sergeant disregarded your pleas and placed you under arrest.

All you can remember next is breaking free from the tree you were tied to, and the soft gurgling noises made by Guidarelli as you strangled him, engulfed by a rage beyond all comprehension. The village was saved, but your actions landed you in serious trouble, leading to a forced transfer to the colony on Mars.

SUCKING RED DUST

Mars' main colonisers formed the UAC (the Union Aerospace Corporation) prior to your arrival, specialising in the treatment of radioactive waste products, building massive refineries on the planet and its two moons; Deimos and Phobos. Due to the remote nature of the colony, your job became very dull, watching red dust drift by whilst pursuing the seedier areas of Mars town central for uncensored and interesting vid-slugs for your ever-growing collection.

INSTABILITY AT DEIMOS

For the previous four years, the military, with the cooperation of UAC (who supply huge numbers of parts to them) had been involved in secret research projects on Deimos, the most important being experiments on Gate technology and

the possibilities of warp travel. Recently, a primitive teleport was successfully tested between Phobos and Deimos, and all was going well until reports of dangerous instability problems began to circulate.

The military sent a number of special forces marines to investigate the peculiarities... and they emerged jabbering, cursing and spasming wrecks, before an agonising death in an explosion of body parts. Next, the military dispatched some 'volunteers' for research purposes, but were unable to fathom the problem. Meanwhile, you were drafted to the main mortuary on Mars to tag and bag the dead. The official message from Phobos was that slight technical problems were to blame, but that the problem would be rectified soon.

NIGHTMARE IMPS

WARPING IN FROM ANOTHER DIMENSION
FOR YOUR BLOOD!!

DAMAGE RATINGS

BULLETS: 10
SHELLS: 2
ROCKETS: 1
PLASMA: 5
BFG BLASTS: 1



The imps from previous Doom incarnations are back with a vengeance, but hiding in a few areas of PlayStation Doom are the more fearsome Nightmare Imps. These beings are essentially the same as their weaker brethren, but have been partially warped into the ether on their journey from Hell. Expect slight difficulties with these rarely appearing creatures, but don't let them catch you off guard; they don't die as easily and are just as deadly accurate with their fireballs.



This section of Doom happened to be the climax of the second episode of the PC original. There's none of this "episode" business in PlayStation Doom - but the battle remains just as intense as ever it was in the other versions of the game.

EXTENDED PLAY

PANIC ON THE FRONTIER

Only a few hours ago, you were interrupted from a particularly enjoyable vid-session, when a communication from Phobos cut in. You watched the broadcast, in which a military officer could be seen yelling a garbled message through heavy gunfire. With playback enhancement, the officer could be heard screaming: "We require immediate military support. Something evil is coming out of the gateways! Estrella, guard that door! Computer systems have gone berserk! My God, what the hell is tha..."

Realising the situation, you plugged in to sat-link, hoping for a lock-on to Deimos central communications, but were shocked to discover that the whole moon had vanished, leaving a thick space mist. Further attempts at contact proved hopeless.

GENERAL SEELER'S COMBAT STRATEGY.

Other than the Deimos military contingent, you and a few other space troopers were the only available rescue force within 50 million miles. Led by 'mad old' General Seeler, you were quickly called up, and a battle-crusier was sent to the neighbouring moon of Phobos. With a glint and a twitch in his eye, General Seeler led the main body of troops inside the jump gate outpost, while you secured the perimeter and set up radio contact.

At first, you made out radio mutterings, and the General moved his troops towards the main warp gate. After five minutes, your heat sensors picked up a huge thermal explosion just outside the gate, after which chain-gun fire was registered. General Seeler was heard shouting "I don't care what they look like, git in thar and toast 'em!", after which more gunfire occurred. Then, through the static you heard Seeler exclaiming; "so they want some real fun, eh? Boys, unwrap those BFGs!" A burst of plasma fire registered, after which you made out screams and coughing. Finally, before all contact was lost, General Seeler was just audible muttering; "...ALL of them are dead? My God. Right Kramer, hand me my shotgun. I'm going out in style..."

IT'S PAYBACK TIME...

Your only thoughts are revenge. A red mist descends. Whoever they are, they are going to pay for the death of your company. Unfortunately, they only left you with a service pistol, meaning caution is the key. Grabbing a few rounds of ammo and a combat helm, you head towards the landing area. Your first priority is securing some heavy-duty ordinance. You cautiously step into the dimly lit service bay. The hatch closes and locks behind you. You edge forwards. What was that growling sound? You quickly slot in your ammo clip, and head off into the unknown...



PAIN ELEMENTALS

THE HOVERING MONSTROSITY WITH SOME DEADLY SECRETS CONCEALED WITHIN!!

DAMAGE RATINGS

BULLETS: 40

SHELLS: 6

ROCKETS: 2

PLASMA: 20

BFG BLASTS: 1



Roughly equivalent to the Cacodemons, but with one important difference; their fireballs consist of the flaming skulls known as Lost Souls. It is vitally important when in combat with such a beast to aim directly for the Pain Elemental, as the longer you leave him, the more Lost Souls he vomits. Be warned that a Pain Elemental also spews three Lost Souls whether you engage him or not, so the Elemental himself should be targetted before any other entity. Use the same killing techniques that are employed for the Cacodemon.

PlayStation Enhancements

ENHANCEMENT 1: SUPERIOR COSMETIC BACKDROPS

Colour-cycling, pastel shades and misting effects all combine to produce one of the most visually stunning series of backdrops ever seen on a Doom game of any format. As usual, the mountain landscape appears at first, but this soon changes to a huge wall of flames reaching high into the stratosphere. Later, this is replaced by a stunning orange glow of a hellish sunset, and once the Doom 2 levels commence, the sky is adorned with an eerie pinkish mist that hangs in the air. After this, we are treated to a variety of excellent Doom 2 backdrops including the smog-filled city before the final levels appear, and the sky changes once again to a blood red montage of skulls and quivering flesh.

ENHANCEMENT 2: TRULY OUTSTANDING LIGHTING EFFECTS

Anyone who has played Doom before knows that the most terrifying parts of the Doom experience is the creeping around a series of unknown interlocking corridors in the darkness, apprehensive and waiting for a bestial attack. With the PlayStation version, the lighting effects have been modified considerably, and some sections now pulse slowly with soft dark blue light, whilst other areas are in complete darkness.

A full range of colours also complement the lighting effects, and the weapons you carry even glow green when you fall into acid, and red when enter a danger zone. Couple this with true transparent effects (both on the Spectres and yourself) and a multitude of other subtle lighting differences, and you have the most pleasingly lit version of Doom ever seen.



REVENANTS

BACK FROM THE DEAD, AND ARMED TO THE TEETH!!

DAMAGE RATINGS

BULLETS: 60

SHELLS: 7

ROCKETS: 3

PLASMA: 15

BFG BLASTS: 1



From the bones of defeated Demons rises the Revenant. Lightly armoured and sporting more than his fair-share of combat equipment, the Revenant is amongst the most feared enemies in the game. At long range, Revenants fire devastating homing missiles that are very hard to avoid, whilst in close-combat, skinny but powerful fists are employed. Avoid the missiles by running for cover; usually around a corner until you hear the impact explosion, and shotgun them as they close. Never engage a Revenant in hand-to-hand combat, unless you want to incur a major fisting, and kill them by darting from a hiding position and shotgunning before retreating and repeating the process.

ENHANCEMENT 3: A MULTITUDE OF THE FINEST DOOM LEVELS

PlayStation Doom is big; a fact that becomes apparent when you complete 50 levels and still haven't finished the game. Under the supervision of id, Williams have thoughtfully included some of the most entertaining zones from Doom 1, 2 and Ultimate Doom to unleash an unmatched blastathon that provides tremendous value for money. Remember seeing the Cyberdemon for the very first time (after wondering what that horrible metallic stomping was)? Well, that level makes an enhanced appearance, along with 53 other fantastic areas that are jammed full of secret walls, traps and dark demons that must be culled without mercy!

ENHANCEMENT 4: A NUMBER OF ULTRA-SECRET LEVELS

Every level in Doom has its own number of hidden areas that take skill to spot and add even more to the overall longevity of the title, but fans of the game may note that PlayStation Doom features some actual levels that are hidden, which require supreme gaming prowess to find. Those hardcore players familiar with the PC original will be pleased to discover that the secret zones are intact, but the greatest challenge of all - a PlayStation-only level known mysteriously as 'Club Doom' - has been included for the true professional to find. Can you reach the weirdest level of all? **MAXIMUM** remains silent on this unique level... for now.

ENHANCEMENT 5: FANTASTIC AURAL SOUNDSCAPES

That sick puppy John Romero from id has remained true to his Internet release regarding the "trashing" of the sound for the PlayStation; the spot-effects and music are second to none. All of the gun sounds, enemy shouts and general growling have been redone in one of three ways; remixed from the original (such as the fantastic shotgun reload); displaced from one monster to another (like the sound for the imps' fireball that was originally a spot-effect for the tumbling metal skull boxes of the Demon wall in Doom 2); or else totally redone (such as the marvellous new Rocket launching sound effects).

As for the in-game music, well... **MAXIMUM** was prepared for some pretty impressive tunes, but Williams have more than surpassed themselves by creating some of the finest accompanying sounds ever. Not since Arc the Lad has the PlayStation been treated to such scene-setting (and chip-generated) music. This is not a 32-bit rehash of the PC's decidedly lightweight tunes, but a series of terror-inducing murmurings that should instil panic in any sane gamer. From Demonic chatter, blackboard scrapings and indistinct burlings to truly gruesome shrieking and even the echoing wailing of babies, this soundtrack is the most awesome ever; complements the game perfectly, and is reason enough for buying this game.



Here's a sequence of action showing the sheer level of gore in PlayStation Doom - blasting a few barrels sends the offal flying everywhere. It must be said that this is one of the most pleasing effects in the game.

PlayStation Enhancements Continued

ENHANCEMENT 6: DIFFERENTLY PLACED MONSTERS

With the unfortunate exception of the Arch-Vile, all the monsters from both major versions of Doom have made it into the PlayStation conversion, and in order to make this title a little more special, Williams decided to spruce up the monster placement by positioning some enemies in unusual locations (compared to the PC versions). This means that even the most skilful Doom player can encounter a few terrifying surprises that weren't bargained for, and makes the whole PlayStation Doom experience that much more interesting and unique.

Newly positioned beasts include a Chain-Gun Sergeant on the very first level, newer monsters (such as the fearsome Revenants) on original Doom levels, a particularly disgusting area full of fleshy zombie troopers and exploding barrels (enough said), and one or two other surprises to keep you on your toes.

ENHANCEMENT 7: OOZING OFFAL AND PILES OF GORE!!

Don't even think of worrying about the toning down of the blood in this conversion as it has more gore than any other that we've ever seen. Expect the great rib-cage explosions when a zombie trooper gets too close to a rocket, and splatterings of blood flying everywhere from any unfortunate monster caught in rapid Chain-gun fire. As for the manic use of the BFG, well let's just say it satisfies even the most blood-thirsty of players. A final nice touch is your character's portrait, which reacts suitably when you accidentally blow yourself up with a rocket. Excellent head-exploding stuff.



Some more shots of the sheer gratuitous red stuff liberally thrown around the place in this new version of Doom. Plenty of oozing blood and exploding body parts await battle-hardened players.

EXTENDED PLAY



CHOOSE FROM NINE DIFFERENT DEATH-DEALING WEAPONS

1. **KNUCKLES AND CHAINSAW** Using your fists in combat indicates too much of a trigger-happy approach to Doom gaming, as punching should never be employed in a battle and only used when ammunition is dangerously low. The Chainsaw is a useful hand-to-hand device that causes much blood-loss and is best reserved for beings without a ranged attack such as the Spectre.

2. **PISTOL** Starting the game with this weapon, you must quickly locate and use a more powerful gun with extreme haste, as this hand gun is next to useless when dispatching any monster more powerful than a zombie soldier.

3. **SHOTGUN** The mainstay of any Doom professional, this is quick-firing and easy to reload. Useful for killing a couple of zombie soldiers at a time, or for sharpshooting sniping enemies.

Use these dandy items to do the business!



4. **DOUBLE-BARRELLED SHOTGUN** A useful addition to the smaller model, this inflicts twice as much damage as the regular shotgun, but takes longer to reload. This can take down up to seven zombie grunts with one shot, and is very entertaining to use, but be warned, change to a rapid fire shooter when many foes are closing in.



5. **CHAINGUN** Also known as the Mini-Gun, this many-barrelled assault gun brings direct and heavy gunfire to bear quickly and effectively. Extremely useful for almost all the small to medium-sized enemies, this gun's only fault is its ability to empty your ammunition supply within seconds.

6. **ROCKETS** The most entertaining of all the Doom weapons, this can clear whole areas of up to 15 soldiers with one firing, and can destroy many of the more powerful beings in the game. It has the drawback of a massive area of effect; which can result in injury of the user, so it is best employed in open areas. The most pleasing aspect of this heavy firepower is the squelchy effects a rocket produces; when a soldier gets caught in a rocket's blast radius, he explodes in a shower of gore.



7. **PLASMA RIFLE** State-of-the-art military hardware is up for grabs with this baby. Lightweight, but frying opponents with blue plasma, this uses heavy amounts of ammunition, but can take out almost any entity you care to mention. The temptation is to fire this off at anything (as it sometimes explodes lesser monsters), but the Plasma Rifle should only be dusted down for a confrontation with many foes.



8. **THE BFG 9000** So mammoth it comes with its own anti-grav units, this mother of all military weaponry fires single-shot green plasma balls of ultimate destruction that can floor dozens of demons at once. Even the most powerful entities quaver and vomit plutonium death, so employ such an attack when confronted by the main deities of the game itself, but watch the time delay between firing and target connection.



The most fearsome weapon in action, the BFG-9000 offers destructive capabilities second to none. However, even though it is powerful, the lack of gore associated with it makes for an unsatisfactory weapon.



MANCUBUSES

BLOATED AND UGLY, BUT PACKING SOME SERIOUS FIREPOWER!!

DAMAGE RATINGS

BULLETS: 120

SHELLS: 18

ROCKETS: 5

PLASMA: 25

BFG BLASTS: 1



With a thick hide, mindless intelligence and a dual flamethrower, these outer world heavy-weights pack a seriously deadly punch. Simply backpedal and dodge their rapid flame fire, and use all your skill to take these mutations to Hell and beyond. Their one weakness is their sluggishness, and you should use this to your advantage: circling your Mancubus and rocketing him into oblivion. The damage caused by a Mancubus and his flamethrowers should not be underestimated - two hits by a fiery blast can turn you to cinders.

EXTENDED PLAY

Doom's basic premise is exploration with the intention of finding an exit, which takes you to the next level and onwards. The usual manner in which this is accomplished is by negotiating terrain, unlocking doors with a variety of cards and keys, flicking switches that activate a variety of level effects such as raising stairs and platforms, and of course, gunning monsters down in cold blood.



How to use your marine HUD equipment



The end-of-level boss confrontation with two Barons of Hell makes its way into the PlayStation conversion.



YOUR HELMET'S HUD UNIT

Central to your continued wellbeing is your battle-helm's head-up-display. This is shown at the bottom of the screen and consists of the following:

1. **AMMUNITION DISPLAY** A comprehensive helm-to-weapon cable links your helmet to your current armament, and keeps you informed of the number of shots fired from the weapon that you are using.
2. **DAMAGE REPORT COUNTER** A series of military health sensors are in-built to your nerve-endings, and show your current level of fatigue and computes how wounded you are.
3. **DOOR OPERATION DEVICE INDICATOR** Shows any keys or swipe-cards that you acquire, and their associated colour.
4. **PERSONAL FACIAL REFLECTION GENERATOR** The on-board micro-cam on your helmet plays back your exact facial expressions during your missions for a more personal touch to damage judgement.
5. **MESHWIRE ARMOURTRONIC SENSOR** This military-developed piece of hardware computes how badly damaged any armour you collect, and keeps you informed of further weapon hits.

6. **WEAPON SELECTOR** This displays information from the linking cables that are attached to all your available weapons, and not only informs you of your current selection, but shows all your current ordinance and it's combat performance rating.

ADDITIONAL ON-BOARD HELM INFORMATION

MESSAGE INDICATOR Your helmet also benefits from an intelligent on-board computer that informs you of any item you pick up, and in multi-player mode, acts as a message interpreter from another human player.

UAC AUTO MAP A comprehensive map-maker is the final part of your vast array of helmet functions. This auto-cartographer draws detailed maps of areas visited, and this may be combined with full area maps that can be found on some levels.



SPIDER DEMONS

NO WEBS, JUST A BURST OF QUICK PLUTONIUM DEATH!!

DAMAGE RATINGS

BULLETS: 300
SHELLS: 45
ROCKETS: 16
PLASMA: 160
BFG BLASTS: 3



A massive jibbering demonic entity with a personality to match, the Spider Demons are the mothers of all Doom entities, but in particular, they have actually spawned the smaller Spider Demons known as Arachnotrons. These fire green plasma shells and may be destroyed by any weapon (matched with a good dodge ability) and are only a real threat when encountered in groups. The larger mothers, however, are much more of a problem, for when they bring their super Chain-guns to bear, expect to die in a haze of bullets. Running, hiding, and wearing down this huge Cyber-arachnid with Rockets or Plasma is the best policy.

Michael Abbot speaks!

The producer of the PlayStation Doom conversion, Michael Abbot of Williams Entertainment, was able to tell **MAXIMUM** more about the development of this title, and plans for other Doom games. According to Michael, the PlayStation version of Doom took six months to port over; a considerable achievement, but one that was helped by close support and help from id, the creators of the original. Indeed, id proved to be extremely helpful, as Michael and his team enjoyed a close working relationship with them, possibly because the offices of the two companies are located near to each other.

Selecting levels for PlayStation Doom was a matter of personal choice, with Williams being given a free reign regarding design, the monsters inhabiting the levels, and textures providing they following the infamous Doom formula. Id only stepped in when the Williams programming team encountered difficulties with code, and the entire development process was almost entirely stress-free, except for limitations in the PlayStation hardware.

On the somewhat controversial subject of blood content, Michael took great pleasure in informing **MAXIMUM** that Sony placed no restrictions on Doom's rather demonic imagery, and had in fact stressed that all their PlayStation conversions of the more bloody games (such as Mortal Kombat 3) should be as close to the arcade version as possible. Sony were "a pleasure to work with".

When quizzed about future plans, Michael stated that Williams was presently involved in converting Doom for the Nintendo Ultra 64, but the shroud of Nintendo secrecy prevented him from mentioning any more on this matter. Other sources have stated that this is the definitive console version of Doom (where have we heard that before?), and that all the baddies are 'Quakified'; that is, made up of textured polygons (a la Virtua Fighter 2) that do not pixelate when up close and personal.

Thanks to Michael Abbot for taking time out of his busy schedule to speak to **MAXIMUM**.